

FIGURES

For docket number pp-01-01-2003,

"METHOD AND SYSTEM FOR DISTRIBUTING MULTIPLE DRAGGED OBJECTS"

FIGURE 1: COMPUTER SYSTEM

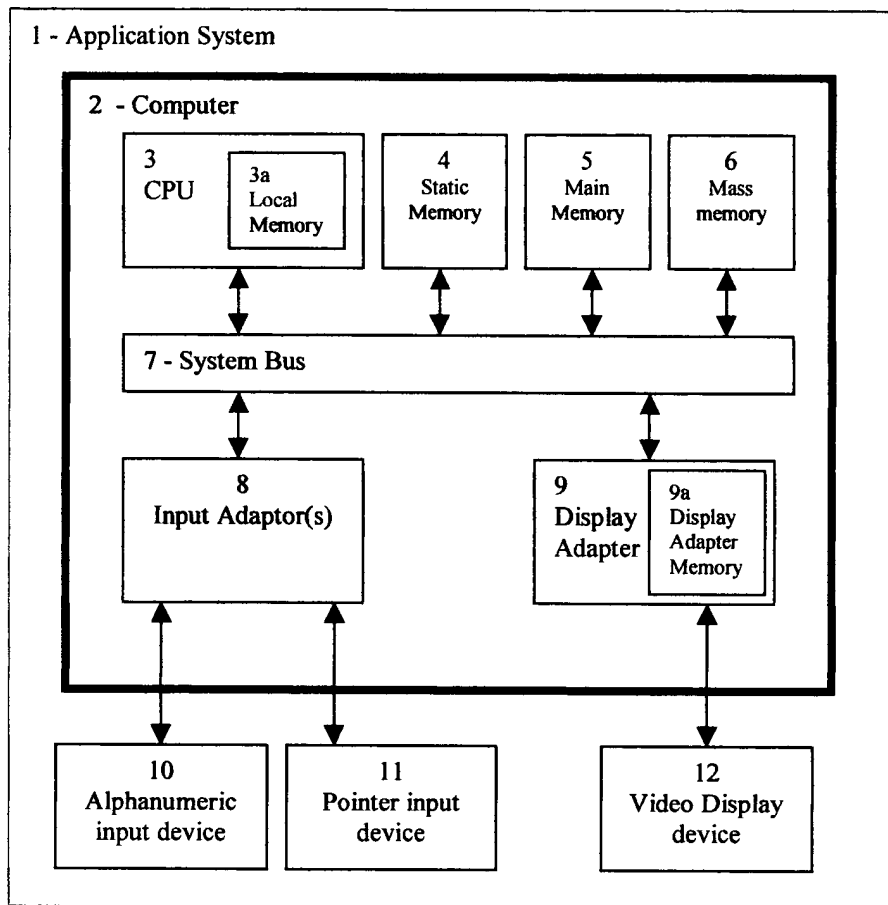
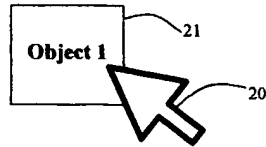
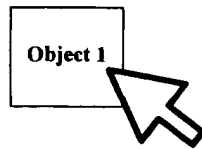


FIGURE 2: DRAG AND DROP [EXISTING ART]

Step 1: the user brings the cursor 20 over an object 21



Step 2: the user presses the left mouse button



Step 3: the user drags the mouse while holding the button down.
An icon 22 representing the dragged object appears attached to the cursor 20



Step 4: the user releases the button on the mouse



FIGURE 3: VISUAL FEEDBACK [IMAGES]

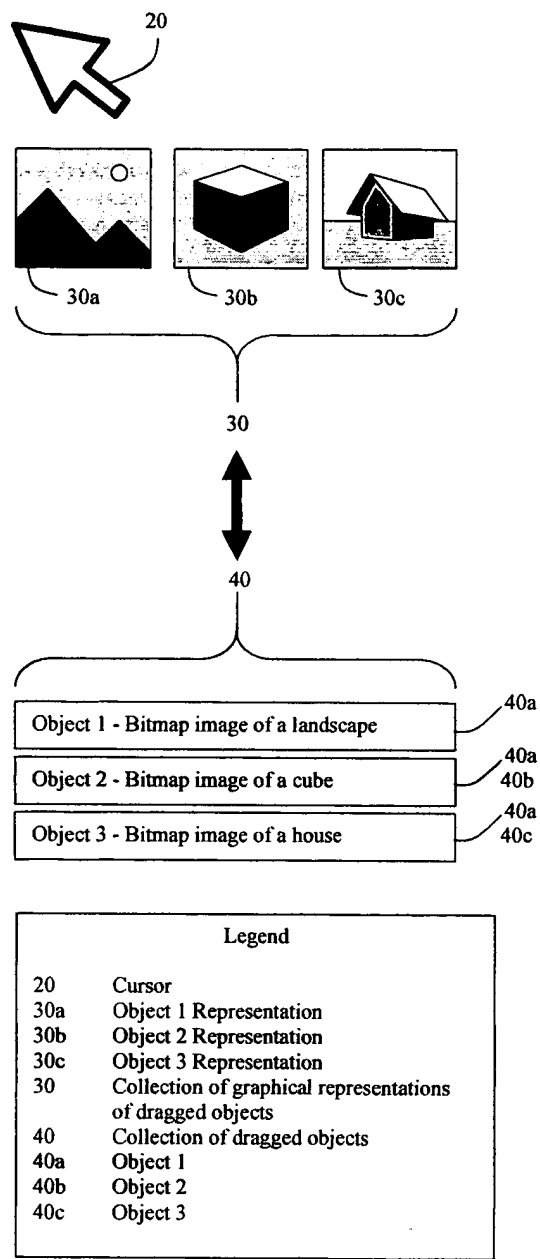


FIGURE 4: VISUAL FEEDBACK [TEXT]

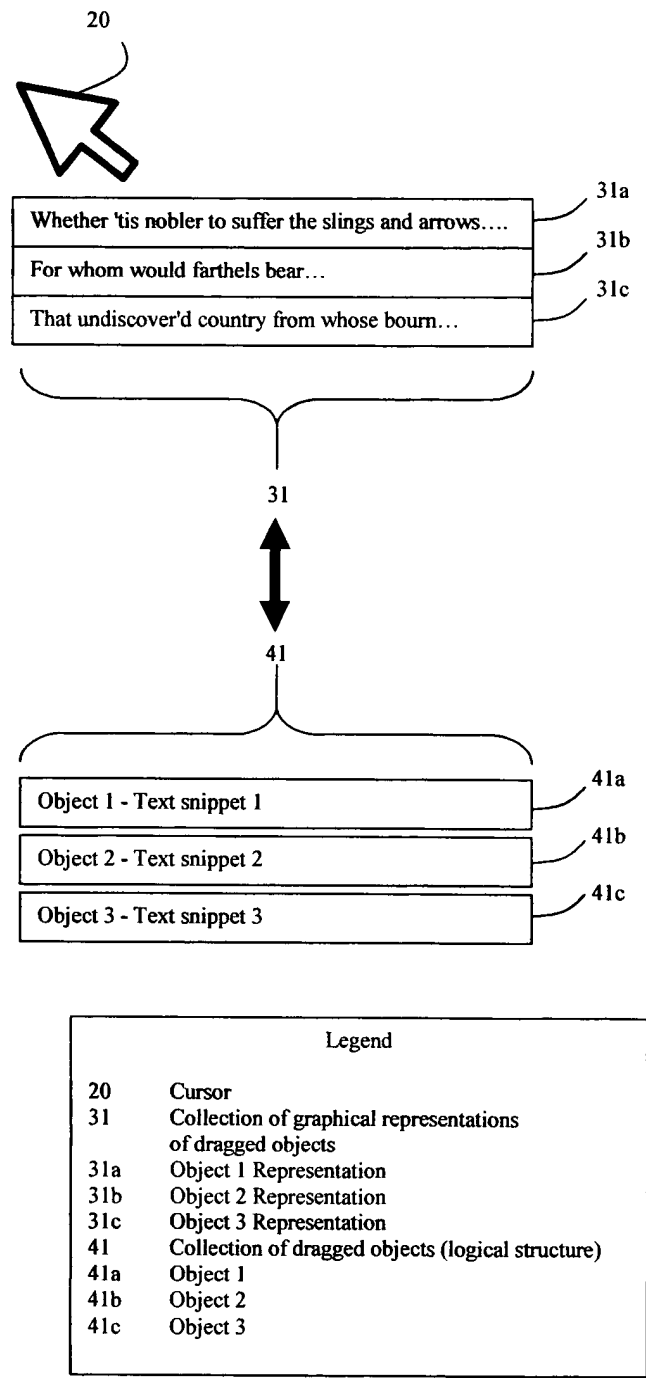


FIGURE 5: VISUAL FEEDBACK [MIXED DATA TYPES]

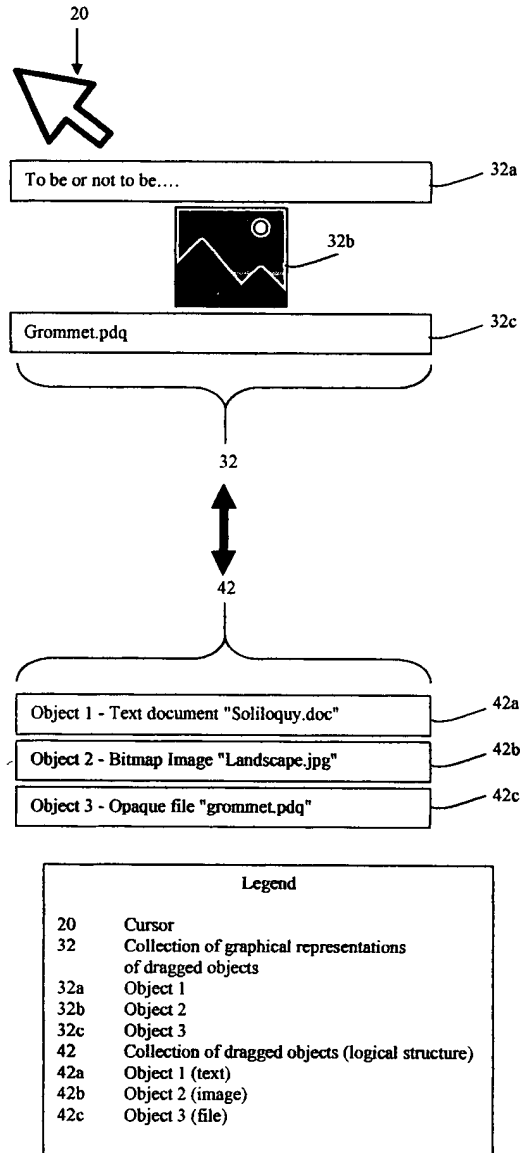
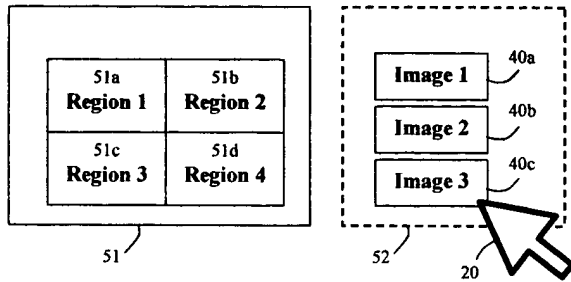
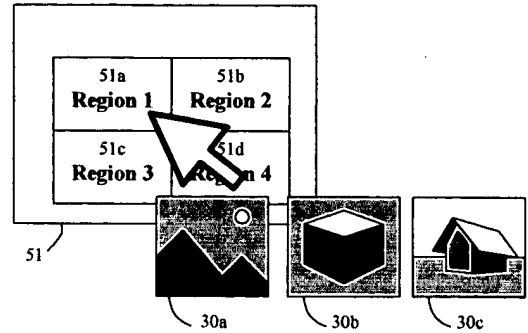


FIGURE 6: DISTRIBUTING DATA

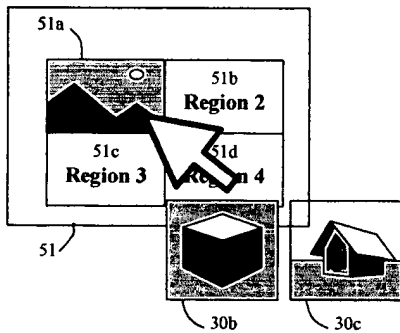
Step 1: the user selects a set of objects in the file system



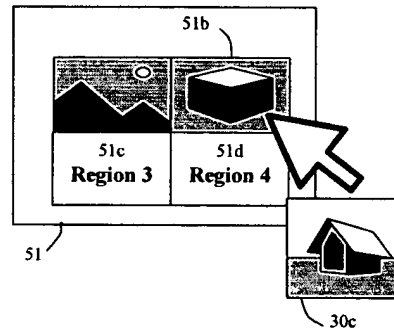
Step 2: the user drags the selection to the graphics application



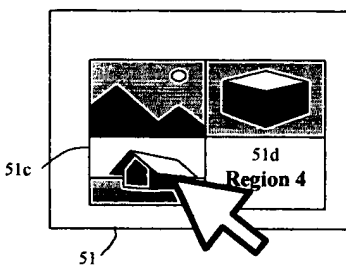
Step 3: the user clicks to drop the first item



Step 4: the user clicks to drop the second item



Step 5: the user clicks to drop the third item

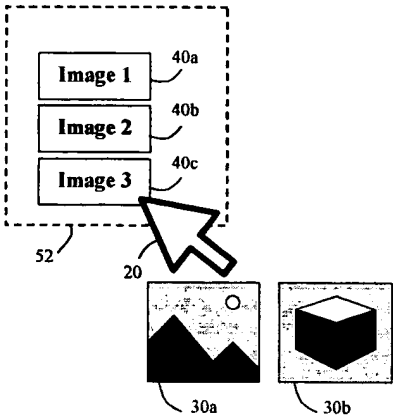


Legend

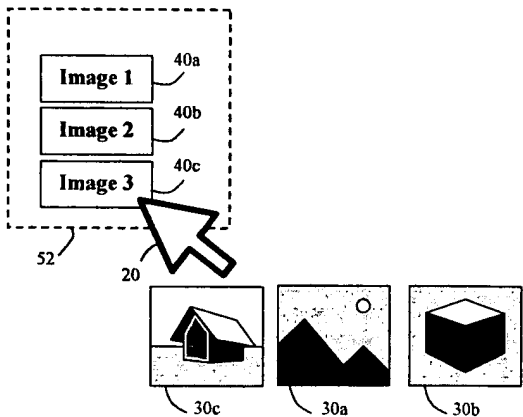
20	Cursor
30a, 30b, 30c	Representations of data attached to cursor
51	Software Application
51a, 51b, 51c, 51d	Regions of application user interface capable of containing data
40a, 40b, 40c	Objects in file system
52	File System

FIGURE 7: PICKING UP ADDITIONAL DATA

Step 1: the user brings the cursor over a non-dragged object



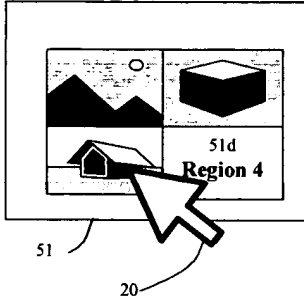
Step 2: the user clicks the second mouse button



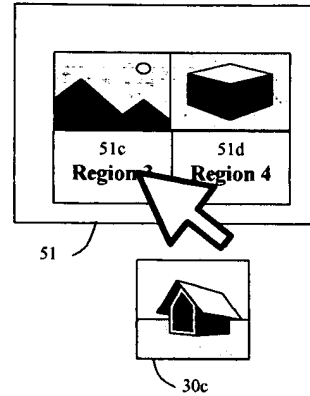
Legend	
20	Cursor
30a, 30b, 30c	Representations of data attached to cursor
51	Software Application
51a, 51b, 51c, 51d	Regions of application user interface capable of containing data
40a, 40b, 40c	Objects in file system
52	File System

FIGURE 8: EXCHANGING DATA

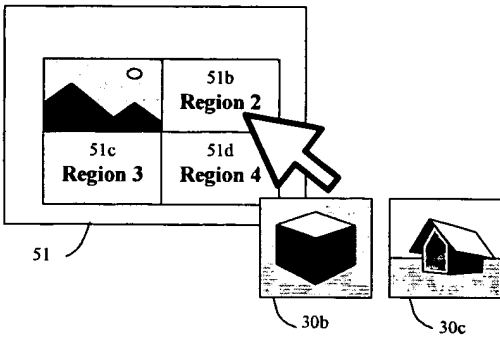
Step 1: the user moves the cursor over a non-dragged object



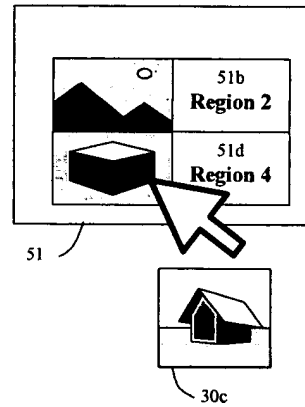
Step 2: the user clicks the second mouse button



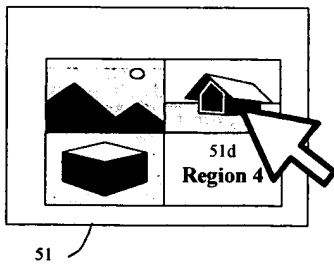
Step 3: the user moves the cursor over another non-dragged object and clicks the second mouse button



Step 4: the user moves the cursor to the first location and clicks the first mouse button



Step 5: the user moves the cursor to the second location and clicks the first mouse button



Legend

20	Cursor
30a, 30b, 30c	Representations of data attached to cursor
51	Software Application
51a, 51b, 51c, 51d	Regions of application user interface capable of containing data

FIGURE 9: LIST MANIPULATION

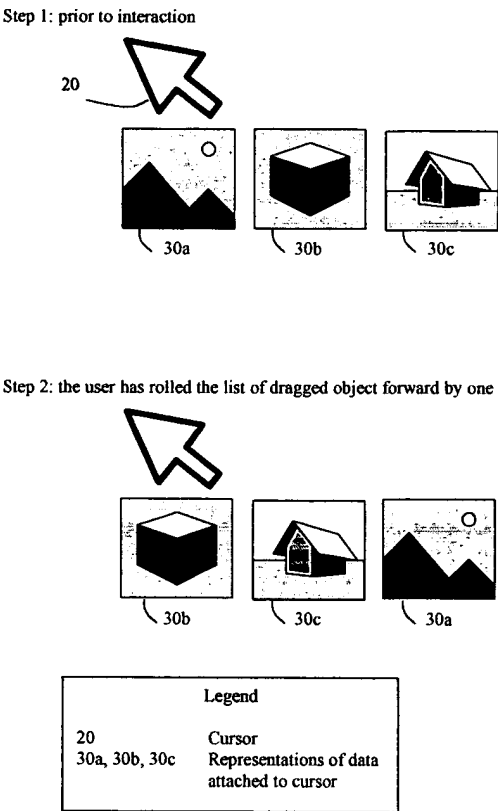
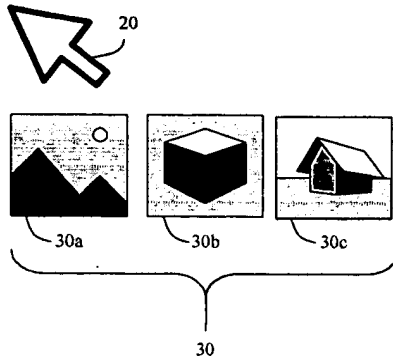
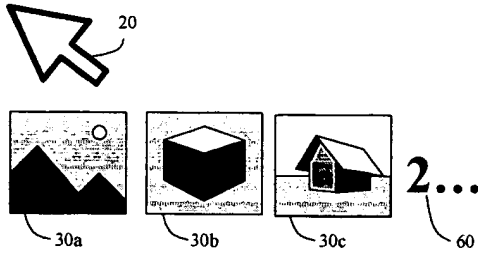


FIGURE 10: ENHANCED VISUAL FEEDBACK

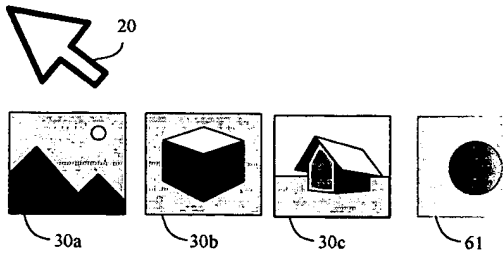
10a: Truncated Visuals



10b: Numbered Truncated Visuals



10c: Gradient Truncated Visuals



Legend	
20	Cursor
30	Collection of graphical representations of dragged objects
30a, 30b, 30c	Representations of data attached to cursor
50	Counter representing 2 unseen dragged objects
51	Fade effect indicating additional unseen dragged objects